Subject: RP2 2.1.1 Public Test HOLY SHIT UPDATE 4/28/10
Posted by Canadacdn on Mon, 08 Mar 2010 02:50:25 GMT
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Out of fucking nowhere comes another public test of Rp2! With all new weapons, vehicles, and areas to explore! We want you to play our unbelievably awesome mod and report any bugs you might encounter so that they might be fixed for the full, final version.
Our official server is now up and ready, come try it out. You will need to have the most recent version to play on the server, of course.

Please download any updates posted below after you install the map.

----->Click here to download!<-----

HOLY SHIT, VERSION 2.1.1 IS OUT, UPDATE NOW

Please use our forum to report any bugs you encounter.

Show screenshots

Subject: Re: RP2 2.0 Public Test
Posted by liquidv2 on Mon, 08 Mar 2010 07:29:20 GMT
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you know what? this is awesome, and i will be there

Subject: Re: RP2 2.0 Public Test
Posted by anant on Mon, 08 Mar 2010 09:15:30 GMT
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Fucking awesome as shit!

Subject: Re: RP2 2.0 Public Test
Posted by nopol10 on Mon, 08 Mar 2010 12:02:46 GMT
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Is it just me or can I not download any of the new files from the website?

Subject: Re: RP2 2.0 Public Test
Posted by Hugh72 on Mon, 08 Mar 2010 15:03:11 GMT

Download isnt working pls fixed it

Subject: Re: RP2 2.0 Public Test
Posted by Canadacdn on Mon, 08 Mar 2010 17:30:53 GMT

Download links have been fixed. Sorry about that.

Subject: Re: RP2 2.0 Public Test
Posted by cnc95fan on Mon, 08 Mar 2010 17:56:52 GMT

It's a major coincidence we both released on the same day.

Subject: Re: RP2 2.0 Public Test
Posted by Canadacdn on Mon, 08 Mar 2010 18:21:24 GMT

If you were implying that RP2 is trying to overshadow you or something, we aren't. I didn't even notice your topic posted there until after I put this one up.

Subject: Re: RP2 2.0 Public Test
Posted by Jerad2142 on Mon, 08 Mar 2010 18:34:00 GMT

cnc95fan wrote on Mon, 08 March 2010 10:56It's a major coincidence we both released on the same day.
I've been yelling at them for over a year to release lol. We decided at the start of this week we would release no matter what by Friday.

As for overshadowing you, you have nothing to worry about, it'll probably be about a week before the servers come up.

Subject: Re: RP2 2.0 Public Test
Posted by Omar007 on Mon, 08 Mar 2010 22:51:23 GMT

And beside that, they are 2 complete different mods

And as i know cnc95fan he is probably not even implying that RP2 is trying to overshadow us
Just noticing the coincidence ^^

Subject: Re: RP2 2.0 Public Test
Posted by GEORGE ZIMMER on Mon, 08 Mar 2010 23:39:17 GMT
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OH BOY, RP2! I WAS GOING TO SETTLE FOR SCUD STORM BUT NOW I'LL JUST ENTIRELY
FOCUS ON RP2 NOW!

Just kidding, I'll be downloading and playing both like every one of you should.

Subject: Re: RP2 2.0 Public Test
Posted by Sladewill on Tue, 09 Mar 2010 00:30:42 GMT
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GEORGE ZIMMER wrote on Mon, 08 March 2010 17:39OH BOY, RP2! I WAS GOING TO
SETTLE FOR SCUD STORM BUT NOW I'LL JUST ENTIRELY FOCUS ON RP2 NOW!

Just kidding, I'll be downloading and playing both like every one of you should.

lol, looks pretty interesting. But i find that Roleplay makes renegade too slow to play unfortunately

---

Subject: Re: RP2 2.0 Public Test
Posted by zeratul on Tue, 09 Mar 2010 00:42:58 GMT
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Am I allowed in these servers when they come up?

Subject: Re: RP2 2.0 Public Test
Posted by Canadacdn on Tue, 09 Mar 2010 02:44:14 GMT
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Sladewill wrote on Mon, 08 March 2010 18:30GEORGE ZIMMER wrote on Mon, 08 March 2010
17:39OH BOY, RP2! I WAS GOING TO SETTLE FOR SCUD STORM BUT NOW I'LL JUST
ENTIRELY FOCUS ON RP2 NOW!

Just kidding, I'll be downloading and playing both like every one of you should.

---

lol, looks pretty interesting. But i find that Roleplay makes renegade too slow to play unfortunately

It's much, much easier to get around in this map. Also, it's more of a GTA-like gameplay style, not 100% roleplay.

Subject: Re: RP2 2.0 Public Test
Posted by GEORGE ZIMMER on Tue, 09 Mar 2010 06:49:27 GMT
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Zeratul wrote on Mon, 08 March 2010 16:42Am I allowed in these servers when they come up?
So long as you don't cheat, sure.

Subject: Re: RP2 2.0 Public Test
Posted by Sladewill on Tue, 09 Mar 2010 11:19:54 GMT
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well its not that its the old roleplay maps used to freeze renegade up because they we're so large

---

Subject: Re: RP2 2.0 Public Test
Posted by Canadacdn on Tue, 09 Mar 2010 18:21:05 GMT
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Update: the official server is now up.

Subject: Re: RP2 2.0 Public Test
Posted by Gen_Blacky on Tue, 09 Mar 2010 20:24:46 GMT
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Really cool. I was shocked when roleplay2 was first released. You can defiantly see the time spent on the mod. See you in the server

---

Subject: Re: RP2 2.0 Public Test
Posted by zeratul on Tue, 09 Mar 2010 22:52:39 GMT
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GEORGE ZIMMER wrote on Tue, 09 March 2010 00:49Zeratul wrote on Mon, 08 March 2010 16:42Am I allowed in these servers when they come up?
So long as you don't cheat, sure.
Cool

---

on a side note.... Canadacdn could you please spoilerize (or whatever the fuck you call it) the images... im tired of scrolling sideways...

Subject: Re: RP2 2.0 Public Test
Posted by ErroR on Tue, 09 Mar 2010 23:10:15 GMT
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Zeratul wrote on Wed, 10 March 2010 00:52GEORGE ZIMMER wrote on Tue, 09 March 2010 00:49Zeratul wrote on Mon, 08 March 2010 16:42Am I allowed in these servers when they come up?
So long as you don't cheat, sure.
Cool

on a side note.... Canadacdn could you please spoilerize (or whatever the fuck you call it) the images... im tired of scrolling sideways...
scrolling sideways? what is your resolution 200x200?

Subject: Re: RP2 2.0 Public Test
Posted by zeratul on Wed, 10 Mar 2010 00:36:30 GMT
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ErroR wrote on Tue, 09 March 2010 17:10
scrolling sideways? what is your resolution 200x200?
1024 by 768... someone changed it.... i'm going to find out who...

Subject: Re: RP2 2.0 Public Test
Posted by Lone0001 on Wed, 10 Mar 2010 06:57:42 GMT
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I agree with putting the images in spoilers tbh, I'm using 1600x900 and still have to scroll to see the whole thing.

Subject: Re: RP2 2.0 Public Test
Posted by Zion on Wed, 10 Mar 2010 10:09:36 GMT
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1440x900 here and i still have to scroll sideways. Thumbnail or Spoiler pl0x?

Subject: Re: RP2 2.0 Public Test
Posted by Goztow on Wed, 10 Mar 2010 10:13:26 GMT

Spoilered.

Subject: Re: RP2 2.0 Public Test
Posted by Canadacdn on Fri, 12 Mar 2010 22:29:31 GMT

Changed the download link to the 2.02 beta version. This new release fixes a bug that occurs when using certain cellphone commands on FDS servers. Some textures on the map have also been optimized to improve framerates.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by _SSnipe_ on Sat, 13 Mar 2010 21:38:19 GMT

Nice bro

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Taz on Tue, 16 Mar 2010 18:06:25 GMT

Holy shit, i still remember playing RP1 back in the days...
RP2 is beyond epic. Awesome work guys.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Canadacdn on Mon, 29 Mar 2010 20:55:26 GMT

We're not dead yet, version 2.03 should be out later this week.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by HaTe on Tue, 30 Mar 2010 01:09:39 GMT

Will the test servers horrible lag be fixed by then? Playing with an average of 10 fps, when used to 75 can get a tab bit.....annoying. Can't even actually PLAY on it....not even race, one second in

the city, next in the ocean. Great map and mod, just terrible lag   .

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by GEORGE ZIMMER on Tue, 30 Mar 2010 01:56:25 GMT
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HaTe wrote on Mon, 29 March 2010 19:09Will the test servers horrible lag be fixed by then? Playing with an average of 10 fps, when used to 75 can get a tab bit.....annoying. Can't even actually PLAY on it....not even race, one second in the city, next in the ocean. Great map and mod, just terrible lag   .
Yeah, it's gotten pretty bad. Next update's supposed to focus on optimization. Then again, Napalmic's been saying that for awhile

---

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by HaTe on Tue, 30 Mar 2010 02:02:04 GMT
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Pretty bad is a huge understatement. How about removing all of the features that really no1 uses....like the random bots in the gas station...Jerard's "secret" island....and all of the other things that the normal player wouldn't use? I'd rather have the public happy than the admins and makers, if i were them. But hey, that's just me. Not to mention the commands....and the weather....and the thousands of objects that do not disappear until the next game - up to like 14 hours, begins. Can really drop ones fps, as well as the sfps..

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by GEORGE ZIMMER on Tue, 30 Mar 2010 02:07:24 GMT
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HaTe wrote on Mon, 29 March 2010 20:02Pretty bad is a huge understatement. How about removing all of the features that really no1 uses....like the random bots in the gas station...Jerard's "secret" island....and all of the other things that the normal player wouldn't use? I'd rather have the public happy than the admins and makers, if i were them. But hey, that's just me. Not to mention the commands....and the weather....and the thousands of objects that do not disappear until the next game - up to like 14 hours, begins. Can really drop ones fps, as well as the sfps..
Trust me, I bitched so much about the random goddamn bots in the gas station. Pissed me off because they're useless to have there :\

Jerad's island is also shitty, if you look at the bridge it brings your FPS down.

LOL, GET A BETTER COMPUTER, GG is basically the response I get to that

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by CarrierII on Tue, 30 Mar 2010 09:59:05 GMT
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Have they done the epic vis calculation?

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Reaver11 on Tue, 30 Mar 2010 12:19:46 GMT
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They probably did it the fast way. (Example by only using 4 sectors)

Vis is a pain in the ass to do. Especially when there are flying units involved, which there are in RP2.
It's worth it though.

Without vis and using bots equals lag.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Canadacdn on Tue, 30 Mar 2010 18:40:12 GMT
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CarrierII wrote on Tue, 30 March 2010 10:59Have they done the epic vis calculation?

Unfortunately, VIS on RP2 would be pretty much impossible or a gigantic pain in the ass to implement. It's kind of hard to do without getting memory errors. Too bad there isn't a 64-bit leveledit.

Also, the bots are optional. They can be disabled by unchecking "spawn weapons" in server options.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by HaTe on Tue, 30 Mar 2010 22:06:10 GMT
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GEORGE ZIMMER wrote on Mon, 29 March 2010 20:07HaTe wrote on Mon, 29 March 2010 20:02Pretty bad is a huge understatement. How about removing all of the features that really no1 uses....like the random bots in the gas station...Jerard's "secret" island....and all of the other things that the normal player wouldn't use? I'd rather have the public happy than the admins and makers, if i were them. But hey, that's just me. Not to mention the commands....and the

---

weather....and the thousands of objects that do not disappear until the next game - up to like 14 hours, begins. Can really drop ones fps, as well as the sfps..
Trust me, I bitched so much about the random goddamn bots in the gas station. Pissed me off because they're useless to have there :\

Jerad's island is also shitty, if you look at the bridge it brings your FPS down.

LOL, GET A BETTER COMPUTER, GG is basically the response I get to that
Exactly the response i got. Really makes me want to rejoin the server in the future...eh?

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by GEORGE ZIMMER on Tue, 30 Mar 2010 22:06:29 GMT
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Canadacdn wrote on Tue, 30 March 2010 12:40Also, the bots are optional. They can be disabled by unchecking "spawn weapons" in server options.
NO.

This is shitty reasoning to keep them- they serve no purpose other than to be weapon tests. And even then, there's already hobos in the target practice area.

Plus, disabling spawn weapons means keycards don't respawn.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Reaver11 on Wed, 31 Mar 2010 08:56:46 GMT
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Can't you make like four big vis sectors?
(And for flying probably keep one big vissector)

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Jerad2142 on Fri, 02 Apr 2010 07:50:22 GMT
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HaTe wrote on Mon, 29 March 2010 19:09Will the test servers horrible lag be fixed by then?.
FPS is your side not the server.
HaTe wrote on Mon, 29 March 2010 19:09Playing with an average of 10 fps, when used to 75 can get a tab bit.....annoying. Can't even actually PLAY on it....not even race, one second in the city, next in the ocean. Great map and mod, just terrible lag   .
Tell me when you make a Ren map that covers over 100000000 on the x*y field that doesn't cause lag and is something more than just a plane and a few boxes.

GEORGE ZIMMER wrote on Mon, 29 March 2010 20:07
Jerad's island is also shitty, if you look at the bridge it brings your FPS down.

Looking at mainland makes my fps drop, lets take that out.

GEORGE ZIMMER wrote on Mon, 29 March 2010 20:07
LOL, GET A BETTER COMPUTER, GG is basically the response I get to that
Guess we need a new one, okay, how about, make your own map, or else stop bitching about what others do for you for free.

RP2 has higher requirements then vanilla Ren, I'd think you would have figured that out by now.

Reaver11 wrote on Wed, 31 March 2010 02:56Can't you make like four big vis sectors?
(And for flying probably keep one big vissector)
Vis only does for 20 meters above each plane at max, and beings aircraft can get 2000 meters into the air, even shitty vis would use vast amounts of Ram to generate. In addition we would have to be able to generate the pathfind for all 100000000+ meters of the map (as pathfind is a prerequisite of vis).
Vis is thus impossible for rp2.

Thus here are your options:
1. Buy a new computer. (this one is known to work).
2. Upgrade your current computer. (this one is known to work).
3. Use a game exe with a lower view distance (like 100m instead of 300). (This one is known to work with some people's computers).
4. Wait and see if scripts 4.0 causes a huge frame boost in Ren. (May work, but don't hold your breath).
5. Complain and be ignored. (Won't work, at best it will waste RP2 Team's time, meaning fewer updates and additions to the map).

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by CarrierII on Fri, 02 Apr 2010 08:08:38 GMT
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/me wonders if it would be possible to hack the format of the stored vis data, and create a 64-bit exe to calc the vis...

Probably more effort than it's worth.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY

Posted by HaTe on Fri, 02 Apr 2010 17:51:17 GMT

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Quote:FPS is your side not the server.
When i can maintain a steady 75 fps with 30 people in game, then join the rp2 server and can barely hold an 11 fps, i think it might not be my fault....

Quote:Tell me when you make a Ren map that covers over 100000000 on the x*y field that doesn't cause lag and is something more than just a plane and a few boxes.

Then fucking make it smaller, waist of time if you are going to make it, yet no1 will play it because of the lag. Make it smaller so less lag, and more people. Logic.

Quote:Looking at mainland makes my fps drop, lets take that out.
The mainland is a part of the map that people like, no1 cares about Jerad's land, except for maybe the admins. The portals cause lag, the land causes lag, and it's useless and pointless. The mainland is the actual map, Jerad's land is a fps killer.

Quote:
Guess we need a new one, okay, how about, make your own map, or else stop bitching about what others do for you for free.

RP2 has higher requirements then vanilla Ren, I'd think you would have figured that out by now. So you don't expect people other than admins and creators to play in the map? Then so be it. If you wish to get more players, then listen to the criticism, and do something about it.

Telling people who complain about lag to pretty much fuck off, when there is a HUGE lag increase in the server, is just plain stupid. Stop updating the map if you are doing more harm than good. Do something productive and decrease the lag.....none of us want to create a map of that size, because most of us don't have the time, don't know how, or could really care less. I fit into all 3 of those, but hell, i'm still a potential player in the rp2 server, so why the hell should you not listen to what i have to say? I'm not complaining for my own health, i obviously want you guys to fix it, so that i can play in it....

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Reaver11 on Fri, 02 Apr 2010 19:15:30 GMT

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Jerad Gray wrote on Fri, 02 April 2010 01:50
Reaver11 wrote on Wed, 31 March 2010 02:56Can't you make like four big vis sectors?
(And for flying probably keep one big vissector)
Vis only does for 20 meters above each plane at max, and beings aircraft can get 2000 meters into the air, even shitty vis would use vast amounts of Ram to generate. In addition we would have to be able to generate the pathfind for all 100000000+ meters of the map (as pathfind is a prerequisite of vis).
Vis is thus impossible for rp2.

I'm not trying to be rude or anything I just want to put in some ideas so I'm going for option 6.

The pathfind generator is indeed a requirement to make your vis system. However the generation of the pathfind is not.
I have tried this out on the map field in leveledit.
(Though field is size matter not comparable to RP2)

The max sample height is indeed 20 meters. Yet by adding extra vis planes heigher in the air you can make the vis for flying units.

Though considering the vast size of the RP2 city I doubt vis is easy done. Even with my ideas.
Yet I do realise for me currently its easy talking since I'm not the one modding in RP2. (meaning I dont see the actual situation)

Conclusion:
I think a vis system is possible to be made for RP2 however I do realise this would take vast amounts of time. Probably in terms of months(especially to get it optimized).
Also I have respect for what you guys have made I know it's no easy to pull it off.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Jerad2142 on Fri, 02 Apr 2010 21:19:00 GMT
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Reaver11 wrote on Fri, 02 April 2010 13:15
The pathfind generator is indeed a requirement to make your vis system. However the generation of the pathfind is not.
I have tried this out on the map field in leveledit.
(Though field is size matter not comparable to RP2)

The max sample height is indeed 20 meters. Yet by adding extra vis planes heigher in the air you can make the vis for flying units.

Though considering the vast size of the RP2 city I doubt vis is easy done. Even with my ideas.
Yet I do realise for me currently its easy talking since I'm not the one modding in RP2. (meaning I dont see the actual situation)

Conclusion:
I think a vis system is possible to be made for RP2 however I do realise this would take vast amounts of time. Probably in terms of months(especially to get it for optimized).
Also I have respect for what you guys have made I know it's no easy to pull it off.
I'd like you to generate vis for CnC field, see how long that takes. Then decide how many cnc fields will fit into rp2 10,000x by 10,000y playing field, then decide how long that vis generation

would take, then multiply that once for every time you need one forever 20m you go up into the air. In addition, one of the first steps of generation vis is building the dynamic Culling System, which indeed is pathfind. But even if it wasn't, all the other steps of vis DO use memory. Plus I have a feeling that having several trillion vis sectors would in the end cause your graphics card to do MORE work than just letting it render all the meshes already on the map.

HaTe wrote on Fri, 02 April 2010 11:51Quote:FPS is your side not the server.
When i can maintain a steady 75 fps with 30 people in game, then join the rp2 server and can barely hold an 11 fps, i think it might not be my fault....
RP2 is not a map, its a mod, it has higher system requirements then standard Ren.

CarrierII wrote on Fri, 02 April 2010 02:08/me wonders if it would be possible to hack the format of the stored vis data, and create a 64-bit exe to calc the vis...

Probably more effort than it's worth.

Even if we did manage to pull it off I bet we'd turn around and find out ren is only 32 bit and thus couldn't support a 64 bit pathfind.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Reaver11 on Sat, 03 Apr 2010 18:05:20 GMT
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Well the biggest problem for visiblity I think is not that the vis is undouable but that the city you are building is in continue development.

Agreed even so if you are in the visstate you would probably need two full weeks of proccesing time. (If LE can survive that time)

Field total vis proccesing took 4 min on my laptop which is a 1,6ghz 512mb. (granularty of 8 sample size 20 meters)

Please don't blame me for trying to understand it.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by HaTe on Sat, 03 Apr 2010 18:40:53 GMT
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Quote:RP2 is not a map, its a mod, it has higher system requirements then standard Ren.
It's a map inside a mod, but that's beside the point...you seem to have ignored my other comments about the fps drop entirely..?

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by CarrierII on Sat, 03 Apr 2010 18:50:00 GMT
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The data generated by the 64-bit exe would be for the 32-bit renegade engine, but the 64-bit exe would be able to address the extra ram required to store all of the working variables etc.

I wonder if Yrr could shed light on the data format, because he's known to have looked into it (LevelRedit)

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Canadacdn on Sat, 03 Apr 2010 23:41:04 GMT
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VIS probably won't get done for a while, if ever. However, we are still hard at work trying to improve the RP2 experience for players. Our next release will see framerate improvements added through better LOD and texture optimization.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Belldandy on Tue, 06 Apr 2010 19:08:26 GMT
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Omg This makes me want to play renegade again xD

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Jerad2142 on Wed, 07 Apr 2010 13:31:22 GMT
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Reaver11 wrote on Sat, 03 April 2010 12:05Well the biggest problem for visiblity I think is not that the vis is undouable but that the city you are building is in continue development.

Agreed even so if you are in the visstate you would probably need two full weeks of proccesing time. (If LE can survive that time)

Field total vis proccesing took 4 min on my laptop which is a 1,6ghz 512mb. (granularty of 8 sample size 20 meters)

Please don't blame me for trying to understand it.
You really have to do it on a granularity of 4 at the min unless you don't mind thousands of vis issues, do it again on 4 and you'll see that it becomes much more time consuming.

Regardless, the main issue here is that it will run out of ram in 32 bit form.

Plus if you get in an aircraft or on top of a building vis won't do you much good.

HaTe wrote on Sat, 03 April 2010 12:40Quote:RP2 is not a map, its a mod, it has higher system requirements then standard Ren.
It's a map inside a mod, but that's beside the point...you seem to have ignored my other comments about the fps drop entirely..?
I bet if all of bad company 2's maps were just flat planes the system requirements would be a lot lower.

CarrierII wrote on Sat, 03 April 2010 12:50The data generated by the 64-bit exe would be for the 32-bit renegade engine, but the 64-bit exe would be able to address the extra ram required to store all of the working variables etc.

I wonder if Yrr could shed light on the data format, because he's known to have looked into it (LevelRedit)
My main thought is if a 32 bit LE can't access all the memory it would need to generate vis, then even if we made vis using 64 bit LE ren probably wouldn't be able to allocate the memory needed to process the vis, I could be wrong though.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Jerad2142 on Thu, 08 Apr 2010 23:29:13 GMT
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A version of game.exe with a view distance of 100 meters (1/3 rens default range) has been uploaded onto the downloads page of roleplay2.com for older computers.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Lone0001 on Fri, 09 Apr 2010 04:25:04 GMT
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Quote:Video Card: 1 GB NVIDIA 8800GT/ATI Radeon 4850 or better

I lol'd.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by nikki6ixx on Fri, 09 Apr 2010 04:51:17 GMT
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GEORGE ZIMMER wrote on Tue, 30 March 2010 16:06
This is shitty reasoning to keep them- they serve no purpose other than to be weapon tests. And even then, there's already hobos in the target practice area.

lmao!

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Jerad2142 on Fri, 09 Apr 2010 06:05:41 GMT
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Lone0001 wrote on Thu, 08 April 2010 22:25Quote:Video Card: 1 GB NVIDIA 8800GT/ATI Radeon 4850 or better

I lol'd.
I fail to see where you got that quote from but Nvidia wise thats about right.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by GEORGE ZIMMER on Fri, 09 Apr 2010 07:36:30 GMT
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Still don't see why JERADSLAND has to have a patch of shit FPS for no reason whatsoever.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Jerad2142 on Fri, 09 Apr 2010 14:17:44 GMT
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GEORGE ZIMMER wrote on Fri, 09 April 2010 01:36Still don't see why JERADSLAND has to have a patch of shit FPS for no reason whatsoever.
You computer just doesn't like something on the island, most don't but I have yet to see any that do in person, MOST computers get higher frame rates on the island.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by GEORGE ZIMMER on Fri, 09 Apr 2010 22:05:03 GMT
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Jerad Gray wrote on Fri, 09 April 2010 09:17GEORGE ZIMMER wrote on Fri, 09 April 2010 01:36Still don't see why JERADSLAND has to have a patch of shit FPS for no reason whatsoever.
You computer just doesn't like something on the island, most don't but I have yet to see any that

do in person, MOST computers get higher frame rates on the island.
I do, except that one spot. It makes me think bad modeling/texture application, since that can cause problems like that.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by Canadacdn on Thu, 29 Apr 2010 23:03:00 GMT
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HOLY BALLS, AN UPDATE! MAGIC EVERYWHERE IN THIS BITCH.

DOWNLOAD NOW, MOTHERFUCKERS.

PICTURES AND MAYBE A VIDEO LATER.

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY
Posted by zeratul on Thu, 29 Apr 2010 23:21:37 GMT
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Canadacdn wrote on Thu, 29 April 2010 17:03

DOWNLOAD NOW, MOTHERFUCKERS.
i have a sudden urge to download this now

Subject: Re: RP2 2.1.1 Public Test HOLY SHIT UPDATE 4/28/10
Posted by Jerad2142 on Thu, 29 Apr 2010 23:56:43 GMT
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There was a scripts updated released today, so grab that as well (ones that came with Canadacdn's provided download link had... Issues).

(Version 2.1.1:1)
Link Here

Subject: Re: RP2 2.1.1 Public Test HOLY SHIT UPDATE 4/28/10
Posted by Jerad2142 on Mon, 03 May 2010 20:18:45 GMT
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Scripts 2.1.1:2 has been release!

Release Details: Here

Download Link: Here

Subject: Re: RP2 2.1.1 Public Test HOLY SHIT UPDATE 4/28/10
Posted by Ethenal on Tue, 04 May 2010 01:38:52 GMT
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Bug: In the spawner system, if you move to an area where you're not allowed to spawn (such as the aircraft carrier or the airbase), you can no longer spawn anywhere at all until you suicide or are otherwise killed.

Subject: Re: RP2 2.1.1 Public Test HOLY SHIT UPDATE 4/28/10
Posted by Jerad2142 on Tue, 04 May 2010 14:58:00 GMT
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Ethenal wrote on Mon, 03 May 2010 19:38Bug: In the spawner system, if you move to an area where you're not allowed to spawn (such as the aircraft carrier or the airbase), you can no longer spawn anywhere at all until you suicide or are otherwise killed.
Just the ACC right? (Team was too lazy to install the zones on the upper deck that would trigger the script telling the game that you were no longer on the ACC.

As for the base I do believe that I have all the needed zones deployed there (But correct me if I'm wrong, or if you found a way out of the base that screwed things up).

Subject: Re: RP2 2.1.1 Public Test HOLY SHIT UPDATE 4/28/10
Posted by Canadacdn on Sat, 08 May 2010 19:11:28 GMT
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Our official server is now up and running! Give it a try, and consider donating! The server can't run on PLECOS jokes alone.

Direct connect info:

IP: 64.186.153.210

Subject: Re: RP2 2.1.1 Public Test HOLY SHIT UPDATE 4/28/10
Posted by Jerad2142 on Sat, 22 May 2010 15:31:39 GMT
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Scripts 2.1.1:3.1 has been release!

2.1.1:3 Release Details: Here

2.1.1:3.1 Release Details: Here

Download Link: Here

Subject: Re: RP2 2.1.1 Public Test HOLY SHIT UPDATE 4/28/10
Posted by renegaderox359 on Sat, 05 Jun 2010 08:43:21 GMT
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another bug is that i can get killed in the motorcycle, but if it was meant to be like this just ignore what i said, but the REAL problem is that when i die, i can drive the motorcycle with my body lying down on the motorcycle, which freaks me out if that happend in real life lol

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